

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

## IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

### **AWARNING - Seizures**

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching Involuntary movements

Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

## **WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

### **WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the
  correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.





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THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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#### The Challengers

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Blanka	16
Cammy	
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Dee Jay	19
Dhalsim	
E. Honda	21
Fei-Long	22
Guile	23
Ken	
M. Bison	25
Ryu	26
Sagat	
T. Hawk	
Vega	
Zangief	

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Gameplay reset: A Button + B Button + START + SELECT simultaneously.

These controls are default. You can change them in Option mode (see page 13).

## GAMEPLAY CONTROLS

**Heavy Punch** 

**Heavy Kick** 

Move character (see below right)

Start/Pause

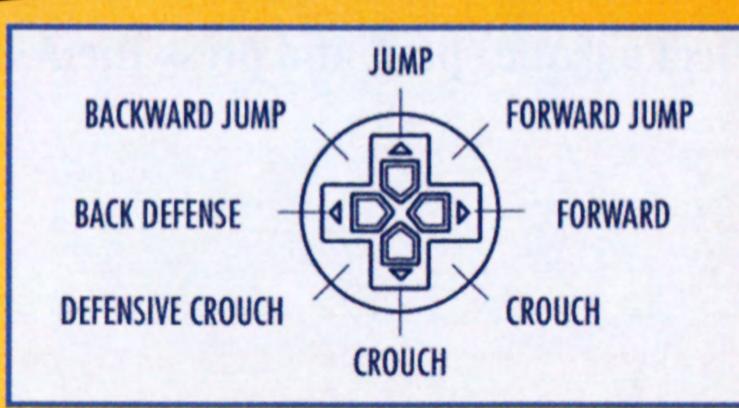


Short Press – Light Kick Long Press – Medium Kick

Short Press – Light Punch Long Press – Medium Punch

Toggle EASY commands ON/OFF

(see "The Challengers" section beginning on page 14)

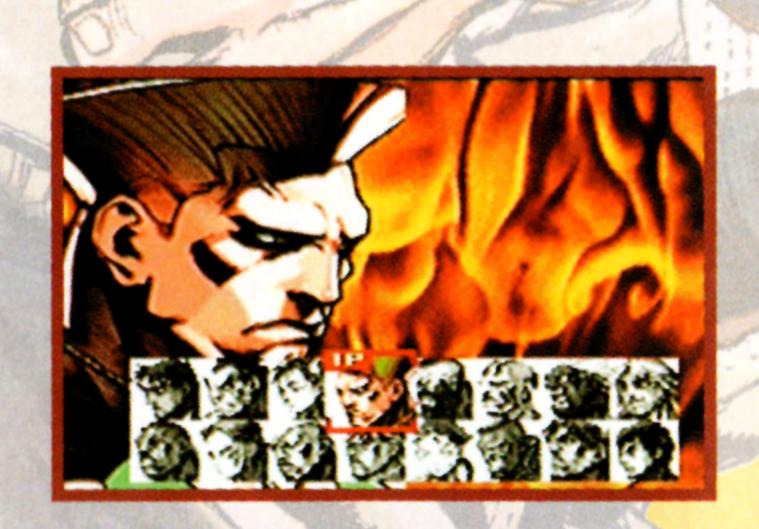


# STARTING UP

- 1. Press START in the Title Screen to display the Mode Select Screen.
- 2. Select a game mode (see pages 7–13) with the Control Pad and press the A Button.

Note: As you play the game, hidden game modes will be unlocked.

- 3. Select your character and press the A or B Button. Some colors on your character will vary depending on which button you press.
- 4. Select a game speed and press the A Button.



# ARCADE MODE

Travel and defeat Street Fighters around the world. If you're a great fighter, you will eventually reach the finals. Defeat the final boss to see the spectacular ending. Dig deep and work for it!

#### RULES

ROUND The first fighter to completely drain the opponent's vitality

within the time limit wins the round. If time runs out, the fighter

with more vitality remaining wins.

MATCH The first fighter to win 2 rounds out of 3 wins the match. (You can

change the number of rounds in Option mode. See page 13.)

DRAW A draw game occurs when both fighters run out of vitality

simultaneously (double K.O.) or when both fighters have equal

vitality when time runs out.

VS POINTS During play, you will gain VS Points based on the moves you use,

and the faster you win each round. When your VS Points reach

a certain amount, get ready for a surprise!

## GAME SCREEN

**Match Time** 

**Your Character** 

Your Character's Vitality Bar



**Opponent** 

**Opponent's Vitality Bar** 

Super Combo Gauge

When this is full, you can perform a Super Combo.

Opponent's Super Combo Gauge

#### BASIC MOVES

THROW

Press the Control Pad + any Punch (P) or Kick (K) button when your character is close to an opponent.

RECOVER

If your character is dizzied, tap the Control Pad and any Punch or Kick button rapidly to recover quickly.

SPECIAL MOVES

Each character can perform unique special moves when you press different button combinations. See "The Challengers" section beginning on page 14 for button combos.

SUPER COMBO

The Super Combo Gauge builds up as you attack. When the gauge is full, your character can perform a powerful

Super Combo when you input a special command. See "The Challengers" beginning on page 14 for Super Combo button commands.

Super Combo Gauge —



## VS. MODE

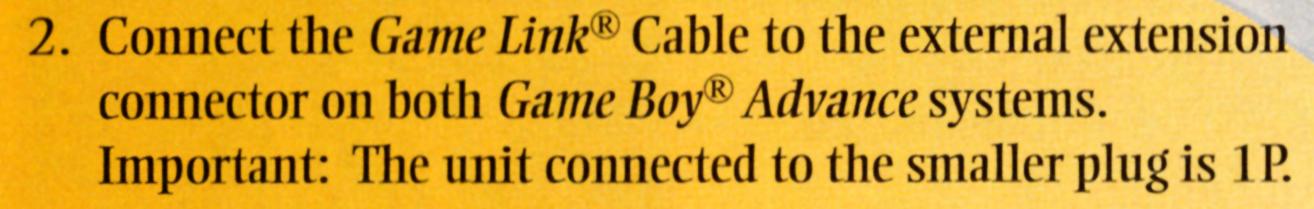
CONNECTING THE GAME BOY® ADVANCE GAME LINK® CABLE

You need: 2 Game Boy® Advance systems

2 SUPER STREET FIGHTER II: TURBO REVIVAL Game Paks

1 Game Boy® Advance Game Link® Cable

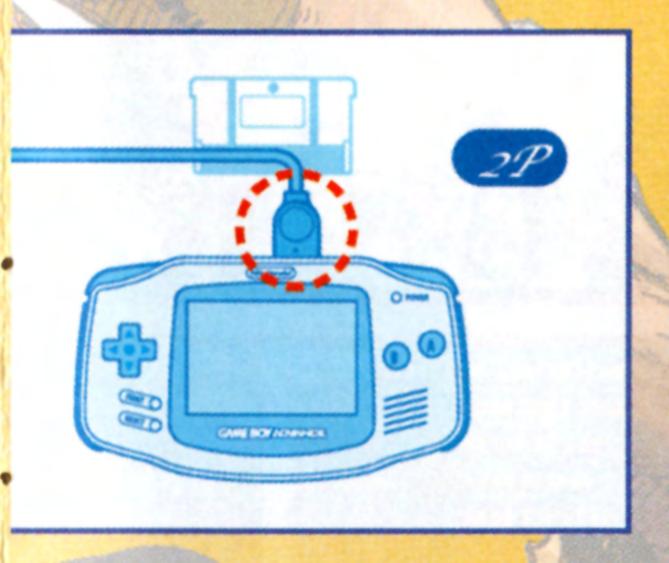
1. Make sure the power of both Game Boy® Advance systems is OFF. Insert a SUPER STREET FIGHTER II: TURBO REVIVAL Game Pak into each Game Boy® Advance system.



3. Turn on the units.



#### LINK PLAY



With 2 Game Boy® Advance systems connected by a Game Link® Cable, 2 players can play simultaneously. Choose LINK PLAY in the Mode Select screen and select YES simultaneously on both Game Boy® Advance systems. The game starts after both players select their characters and game speeds. Players can continue unlimitedly in Link Play, selecting new characters and speeds before each match.

#### The Game Link® Cable may malfunction if:

- It is not for the Game Boy® Advance system.
- It is not connected correctly or has become disconnected.
- It is connected to the Communication Cable.
- More than 2 Game Boy® Advance systems are connected.

# TRAINING MODE

In this mode you can practice your moves, combos and Super Combos before entering an Arcade or VS Mode match. During training, you can open the Training Menu by pressing START. Use this menu to adjust various settings for your sparring partner character.





# OPTION MODE

Press the Control Pad 🏲 / to select an option, and 🖛 / to change the setting. When you're finished, press the A Button to save your settings.

LEVEL Set the difficulty level.

TIME Set the match time.

ROUNDS Set the number of rounds in a match.

DAMAGE Set the attack damage level.

GAUGE Set the Super Combo Gauge level.

BUTTON Reset the button assignments and control settings.

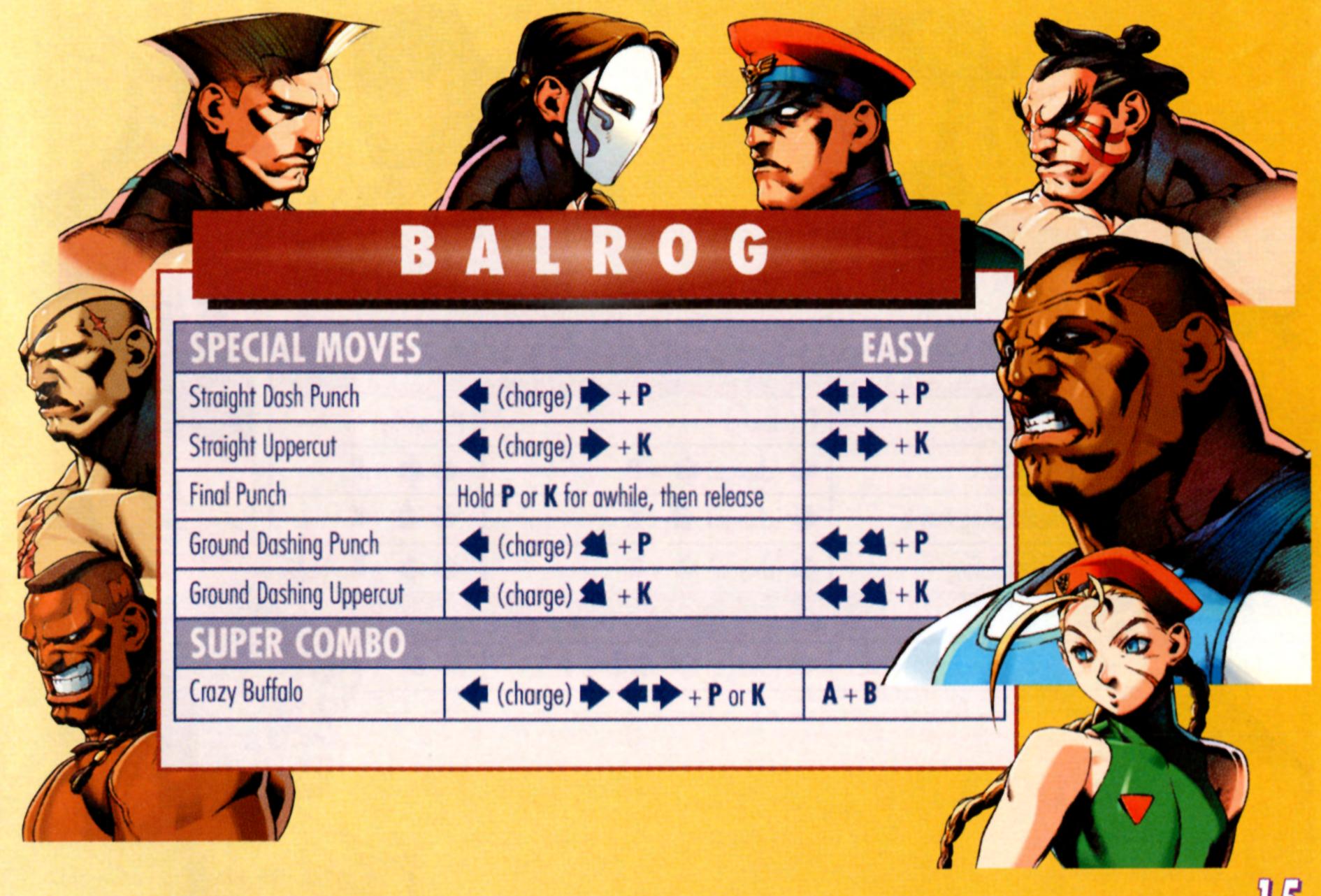
THE CHALLENGERS

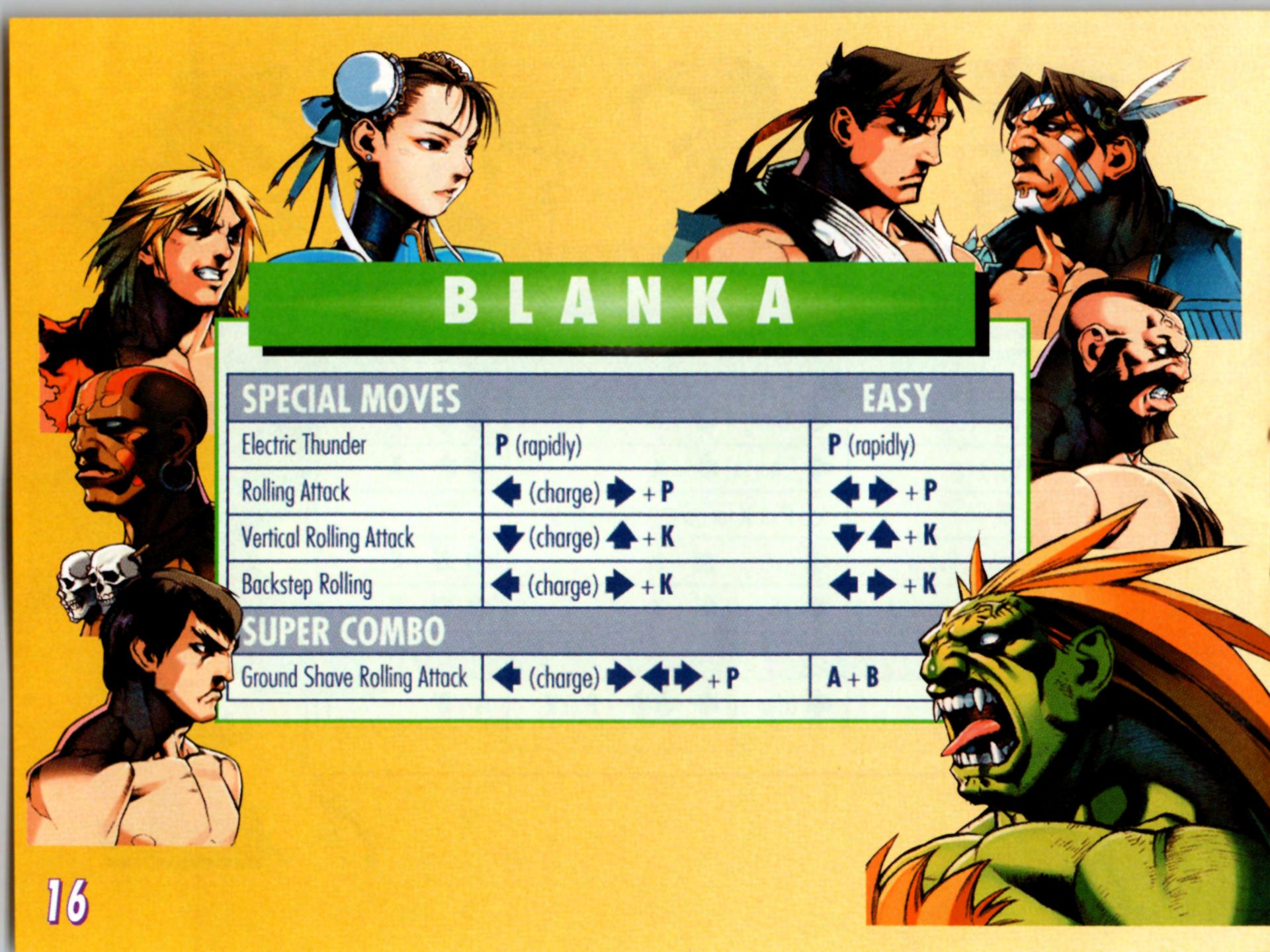
A short list of Special Moves beyond the basic punches and kicks is given for each character. Moves should be done in a smooth, quick motion. The arrows show which direction to press the Control Pad. Then press the Punch or Kick button indicated to complete the move. You can perform a Super Combo when your

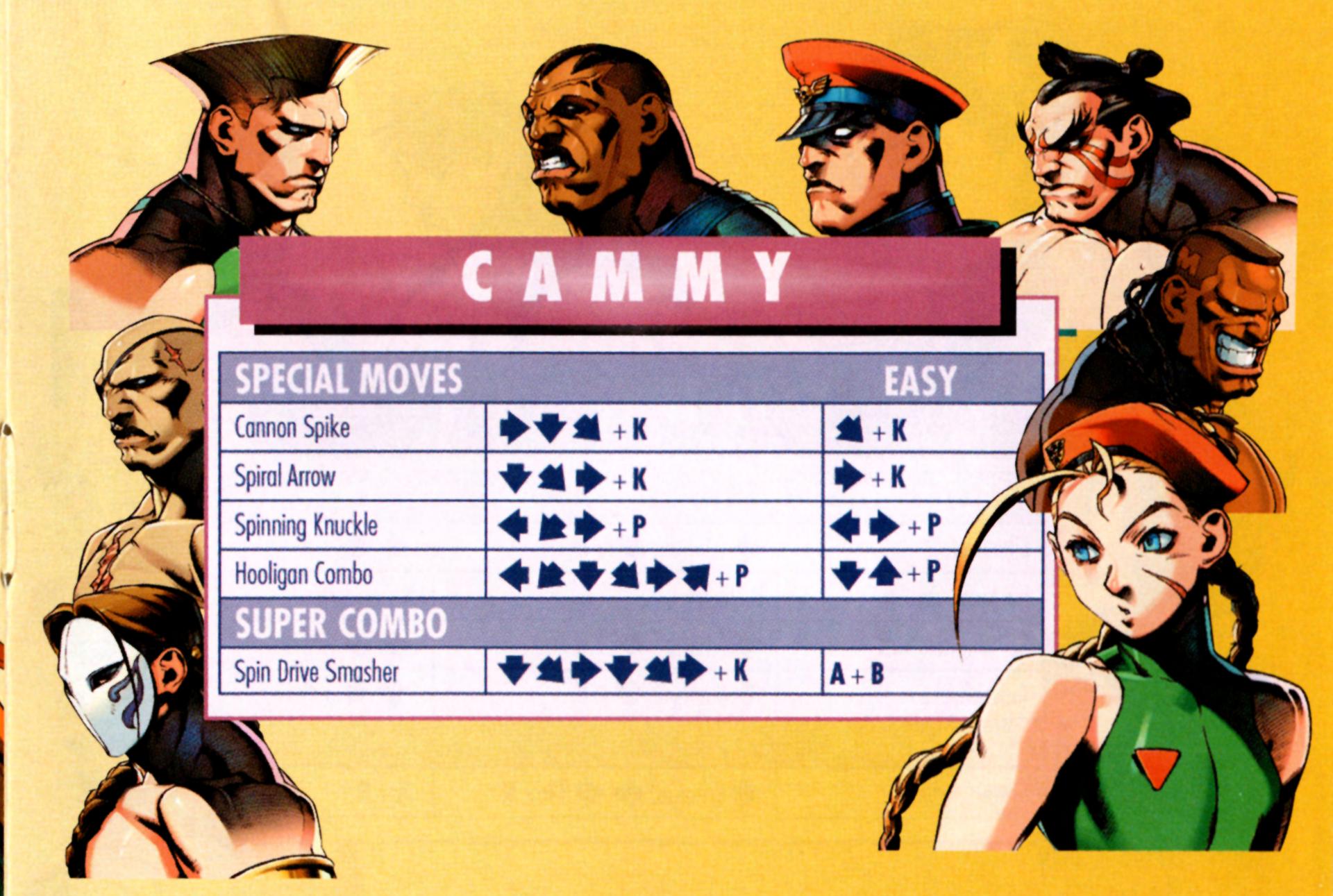
character's Super Combo Gauge is full.

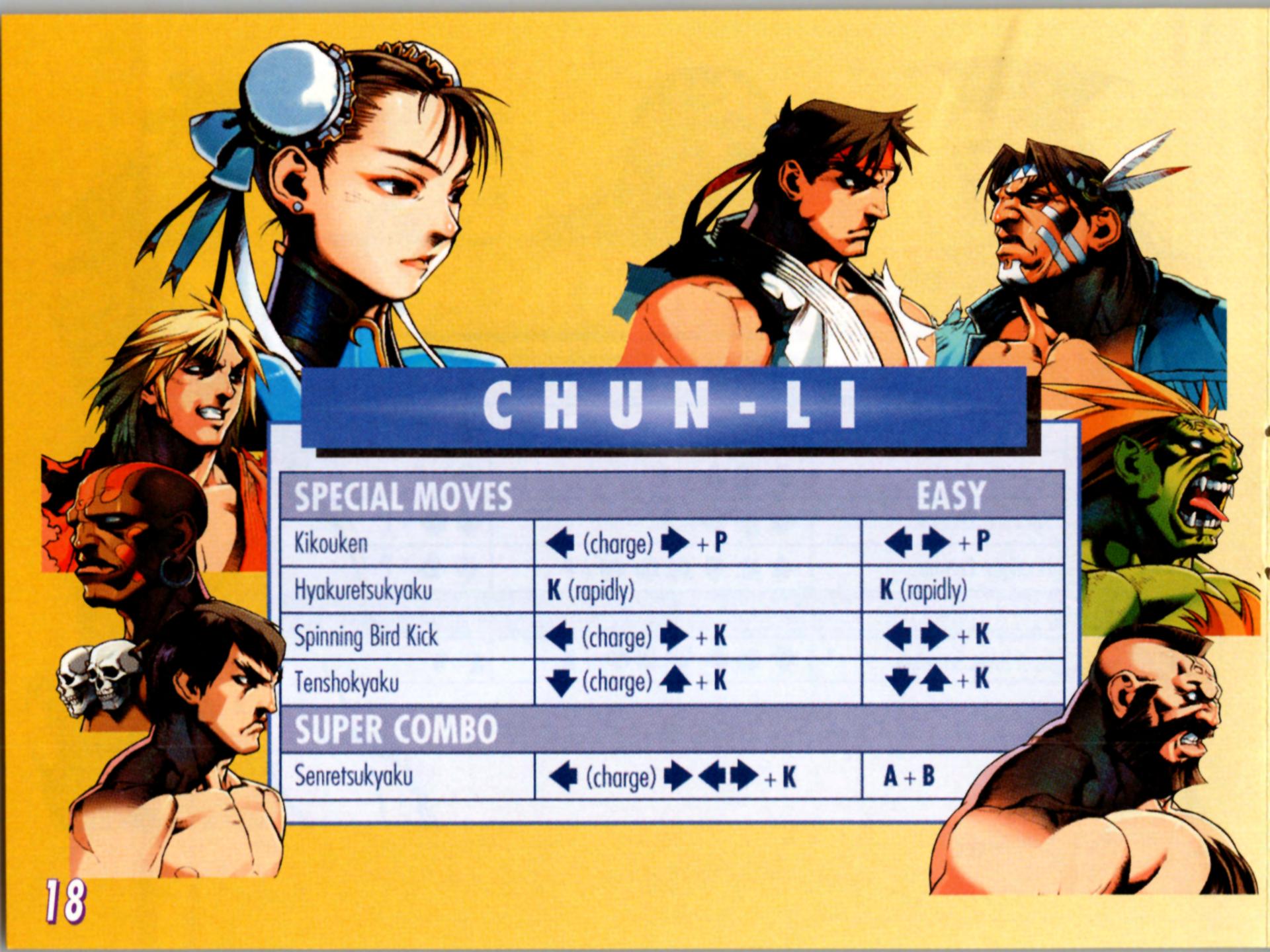
#### EASY COMMANDS

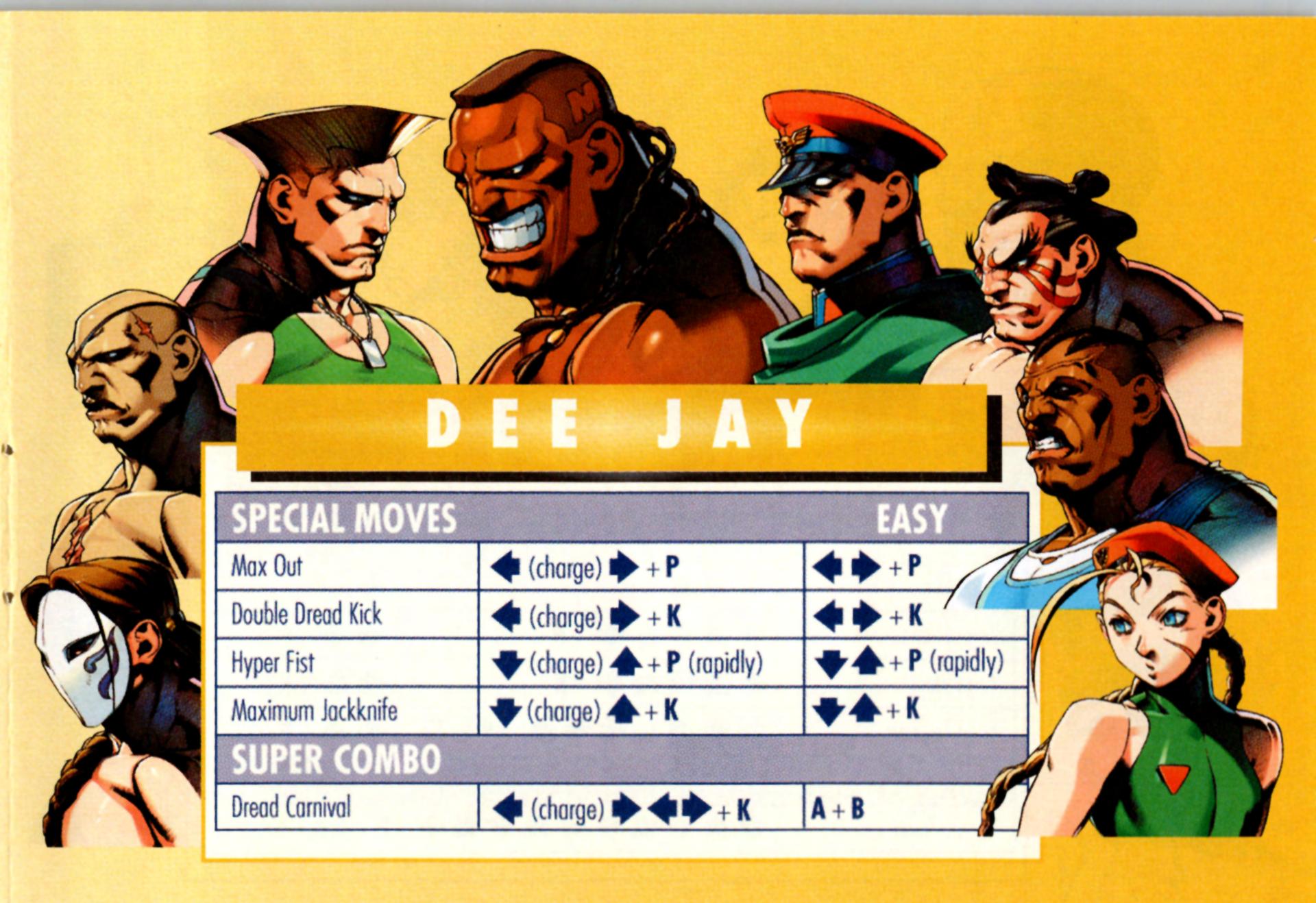
Press SELECT to toggle the EASY commands ON/OFF. These commands let you perform the moves by pressing fewer buttons.

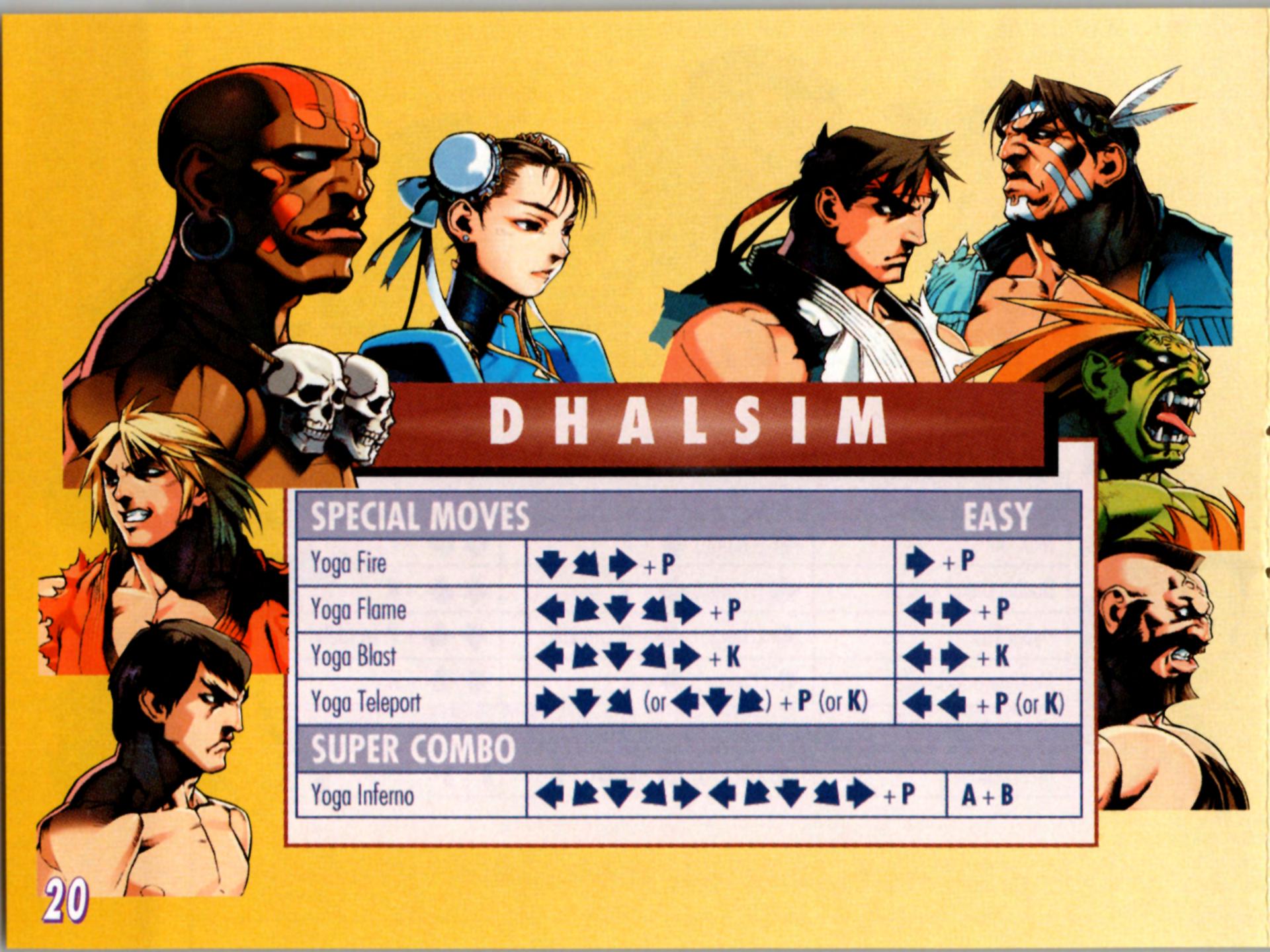


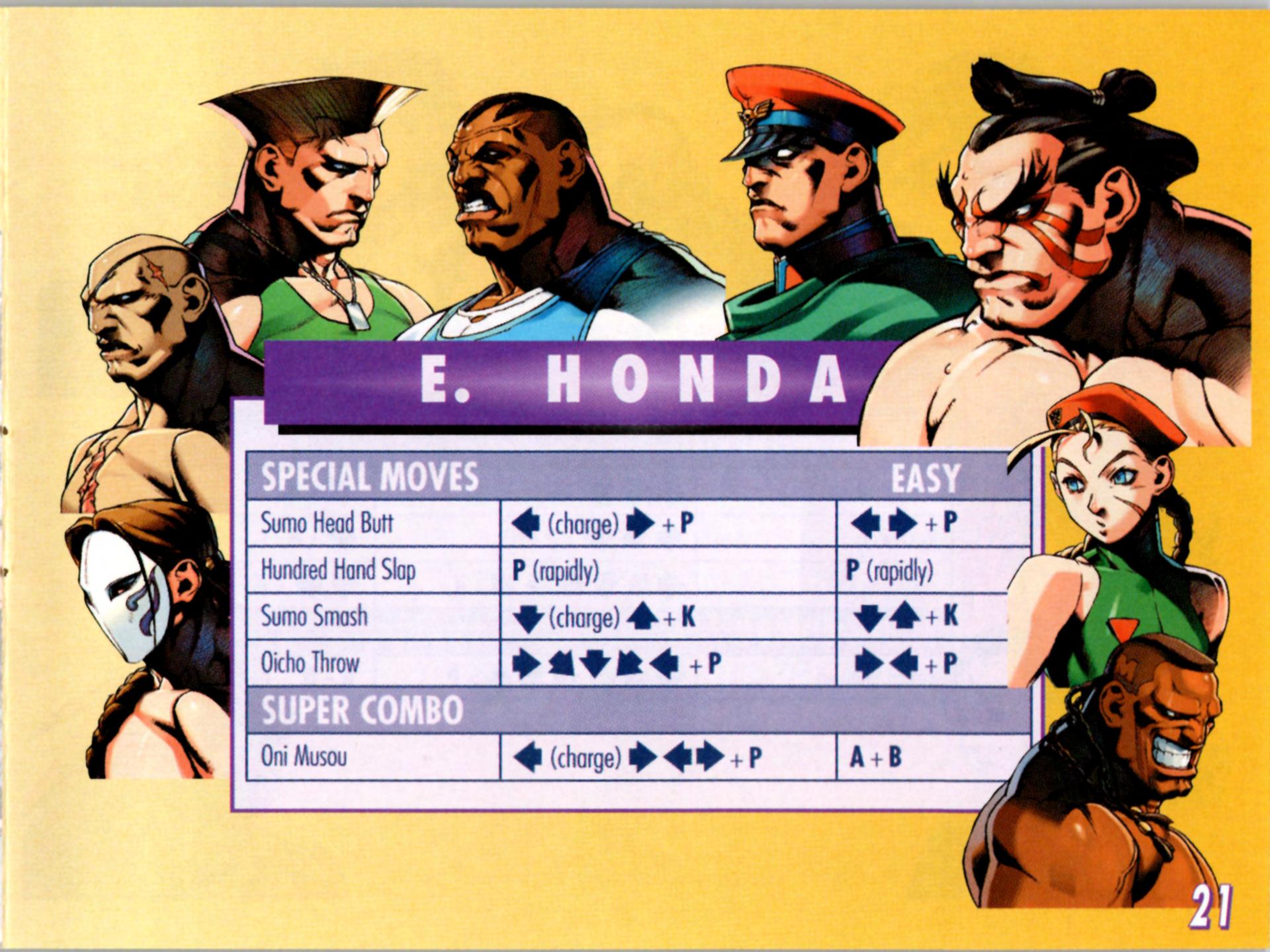


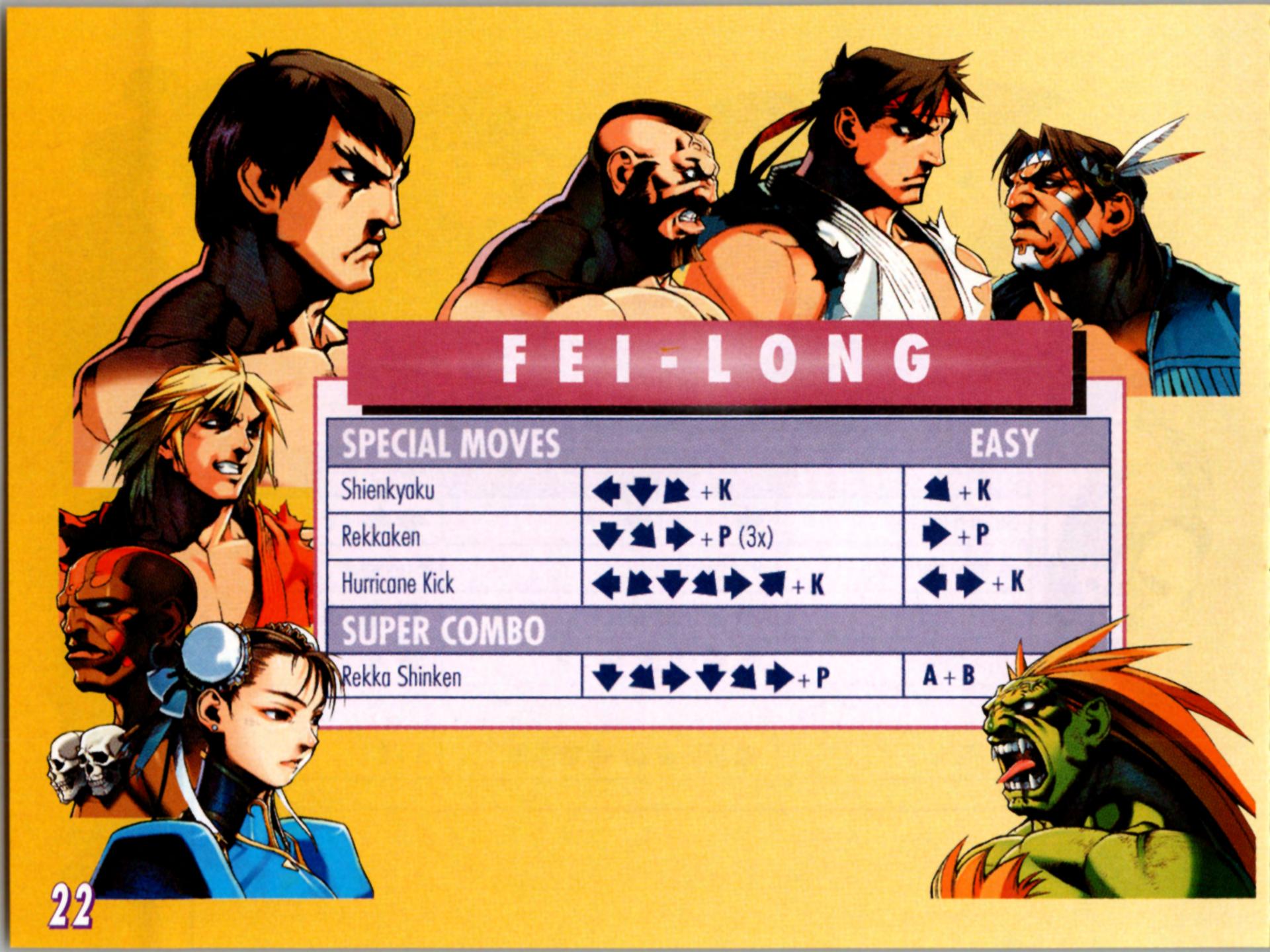


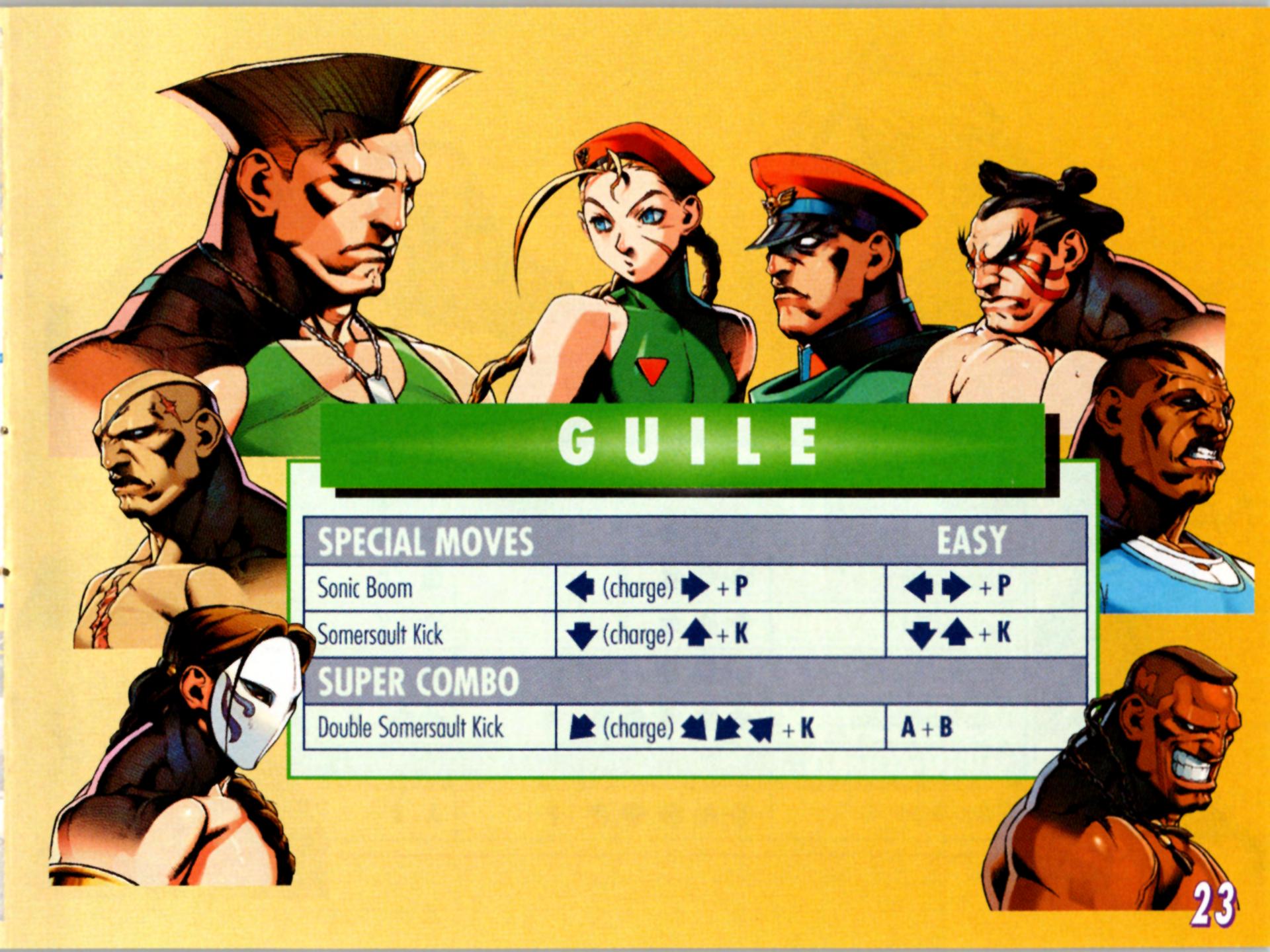


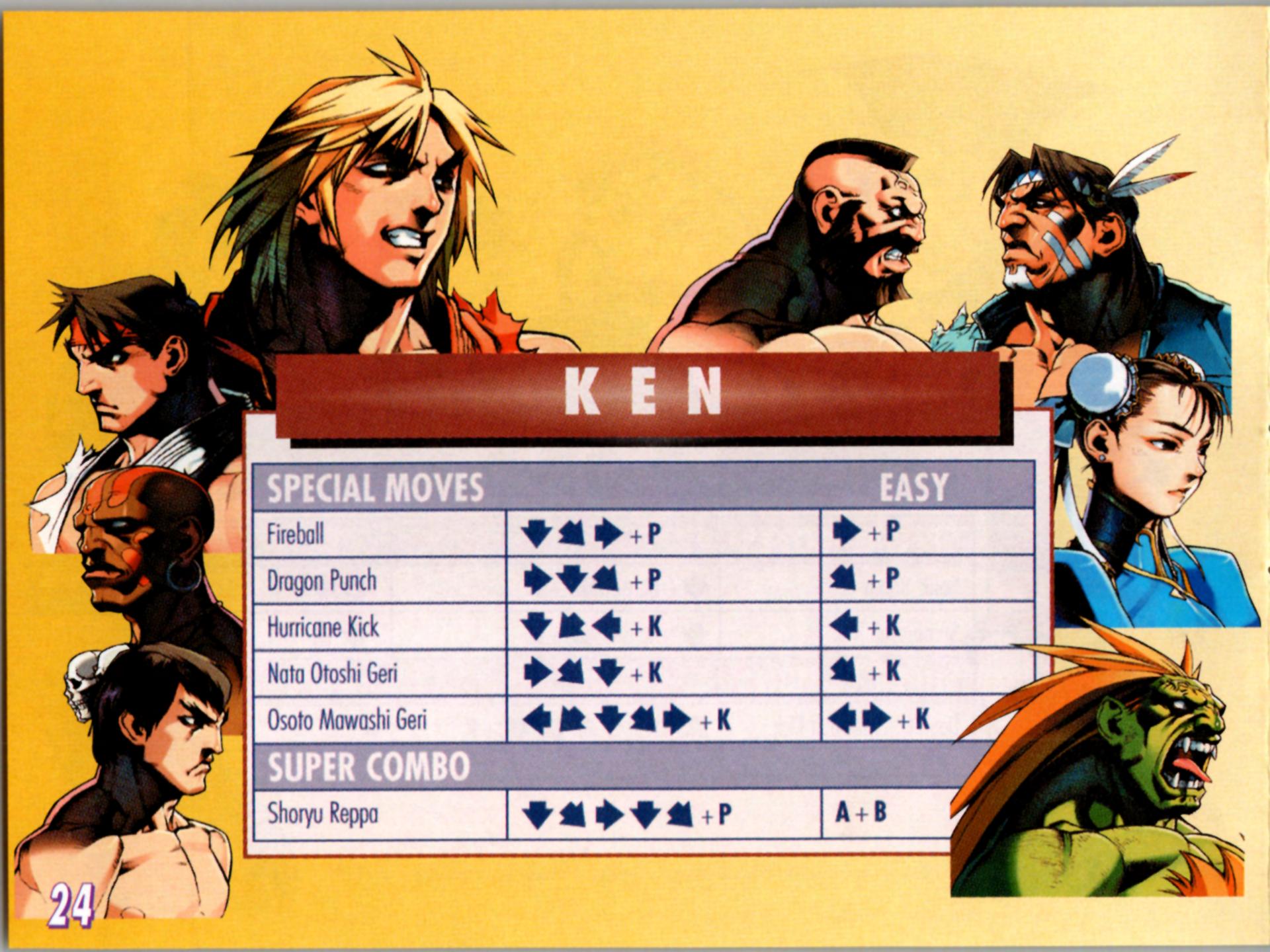


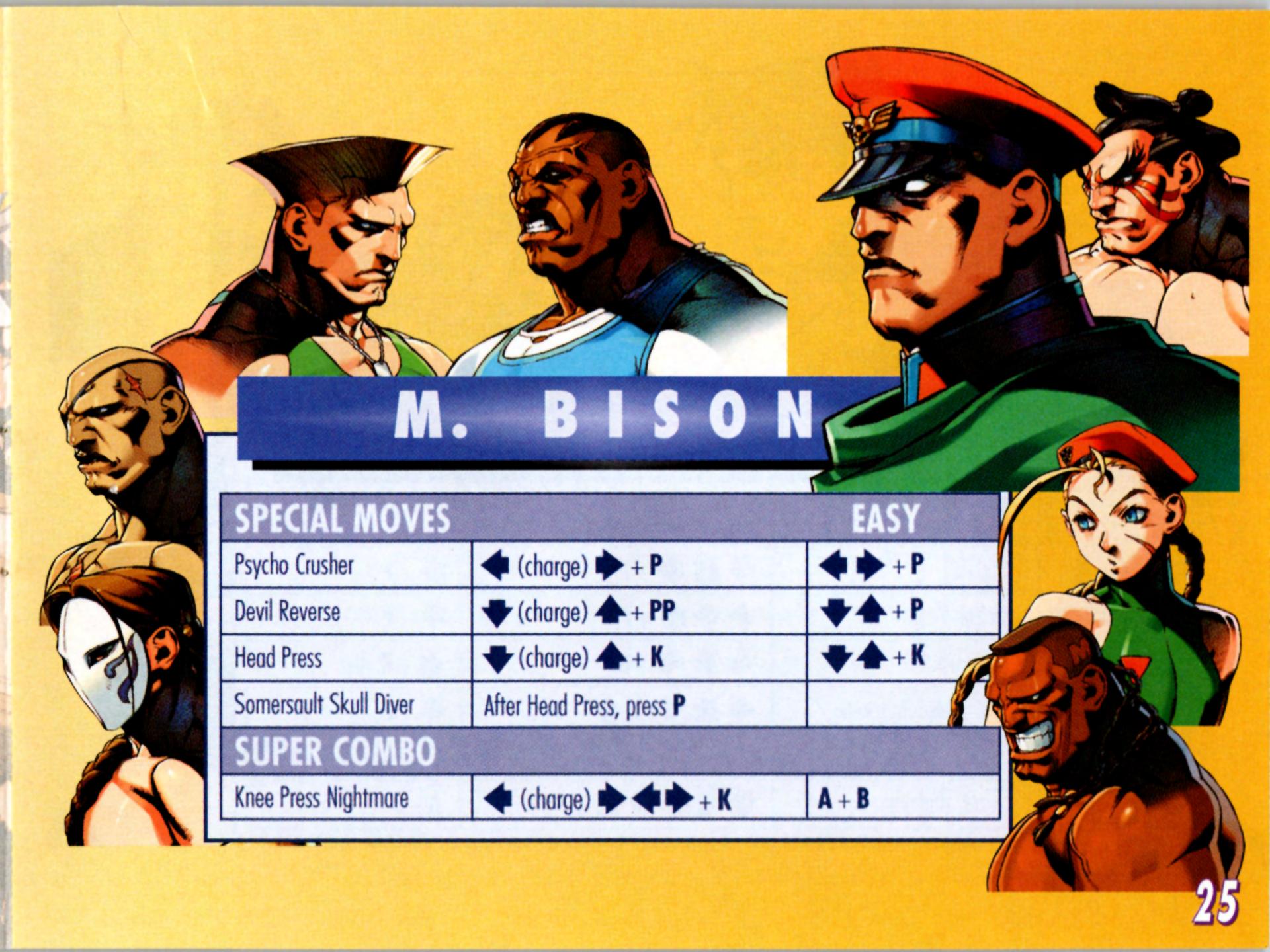


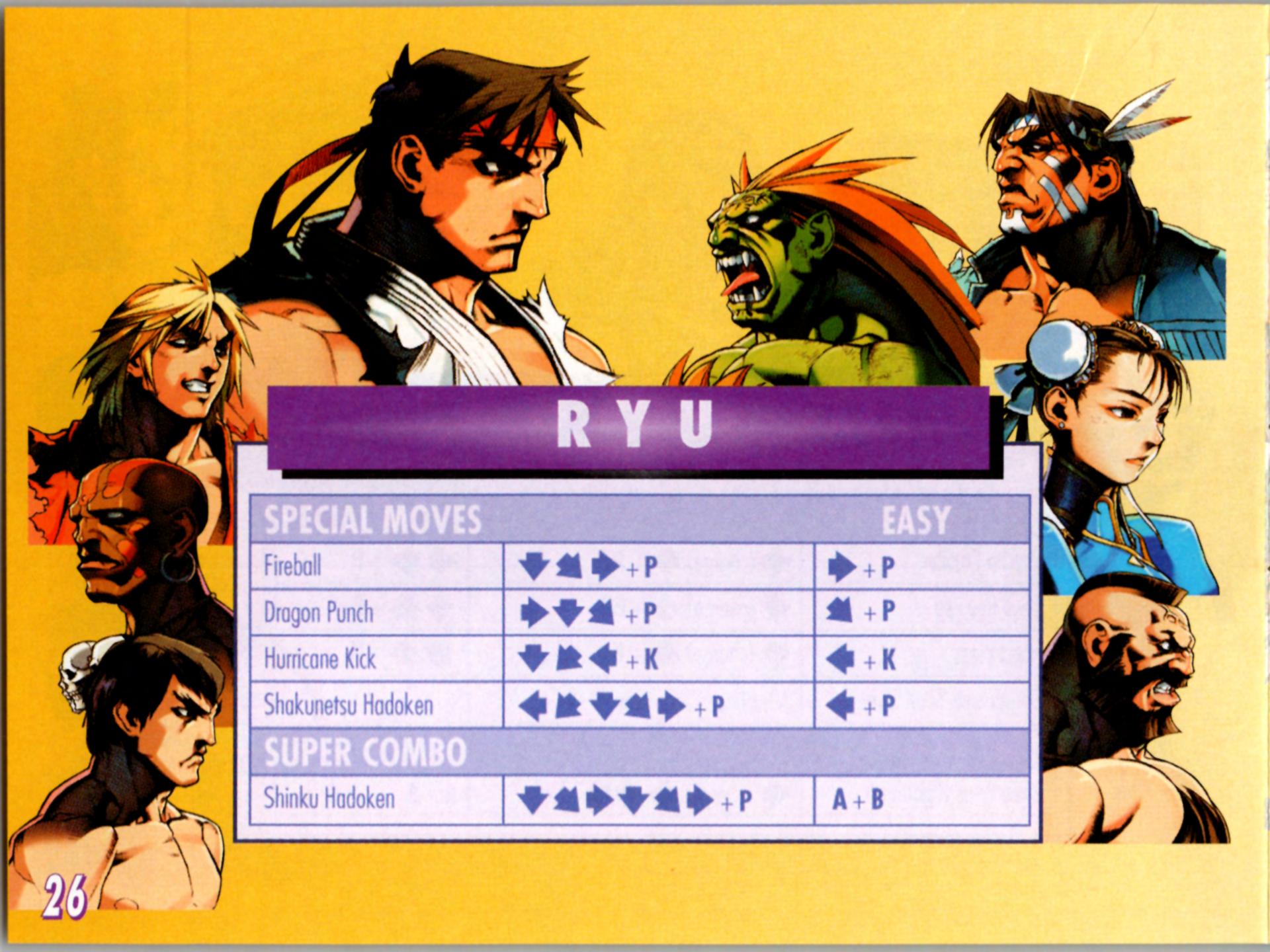


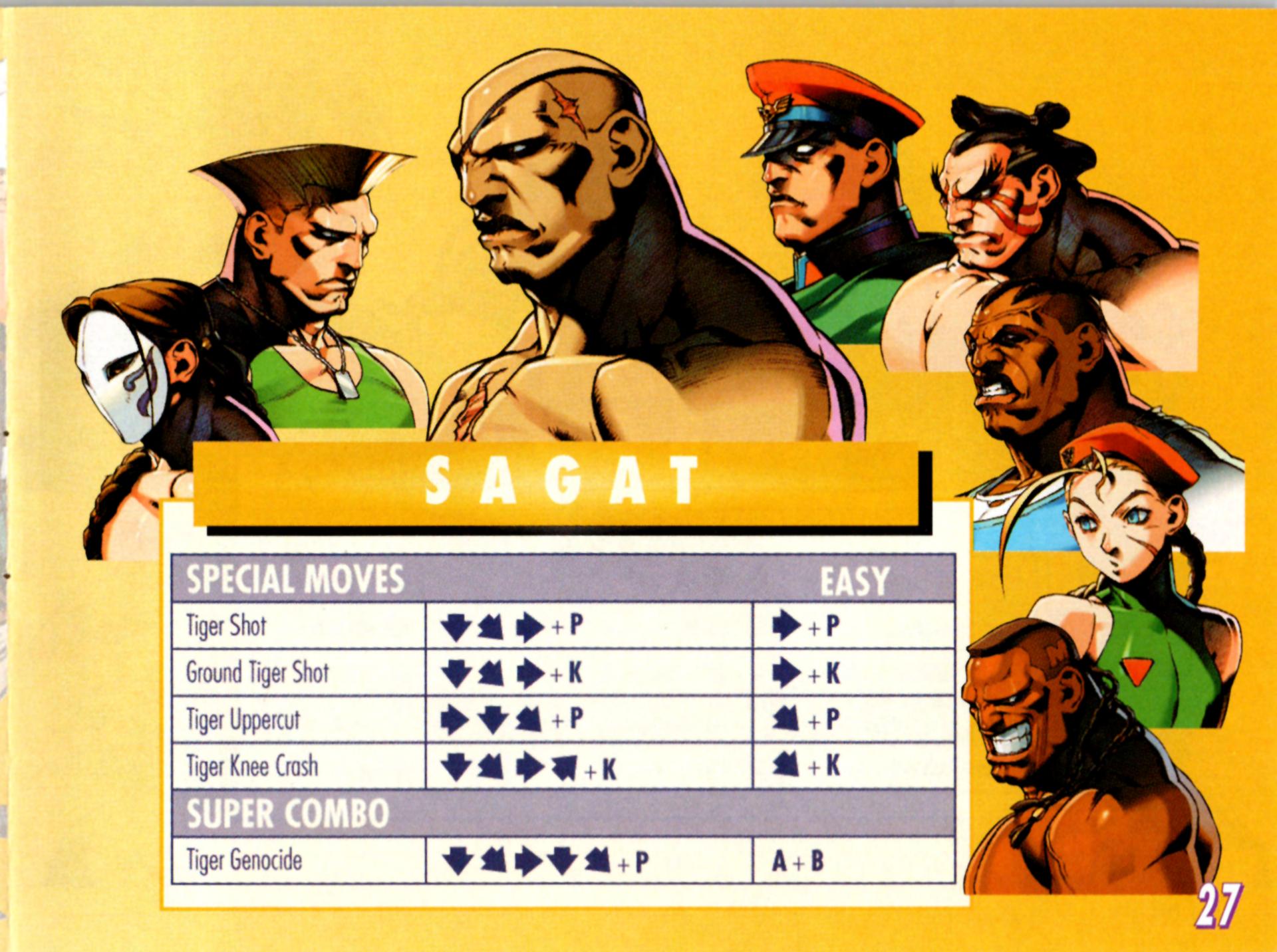


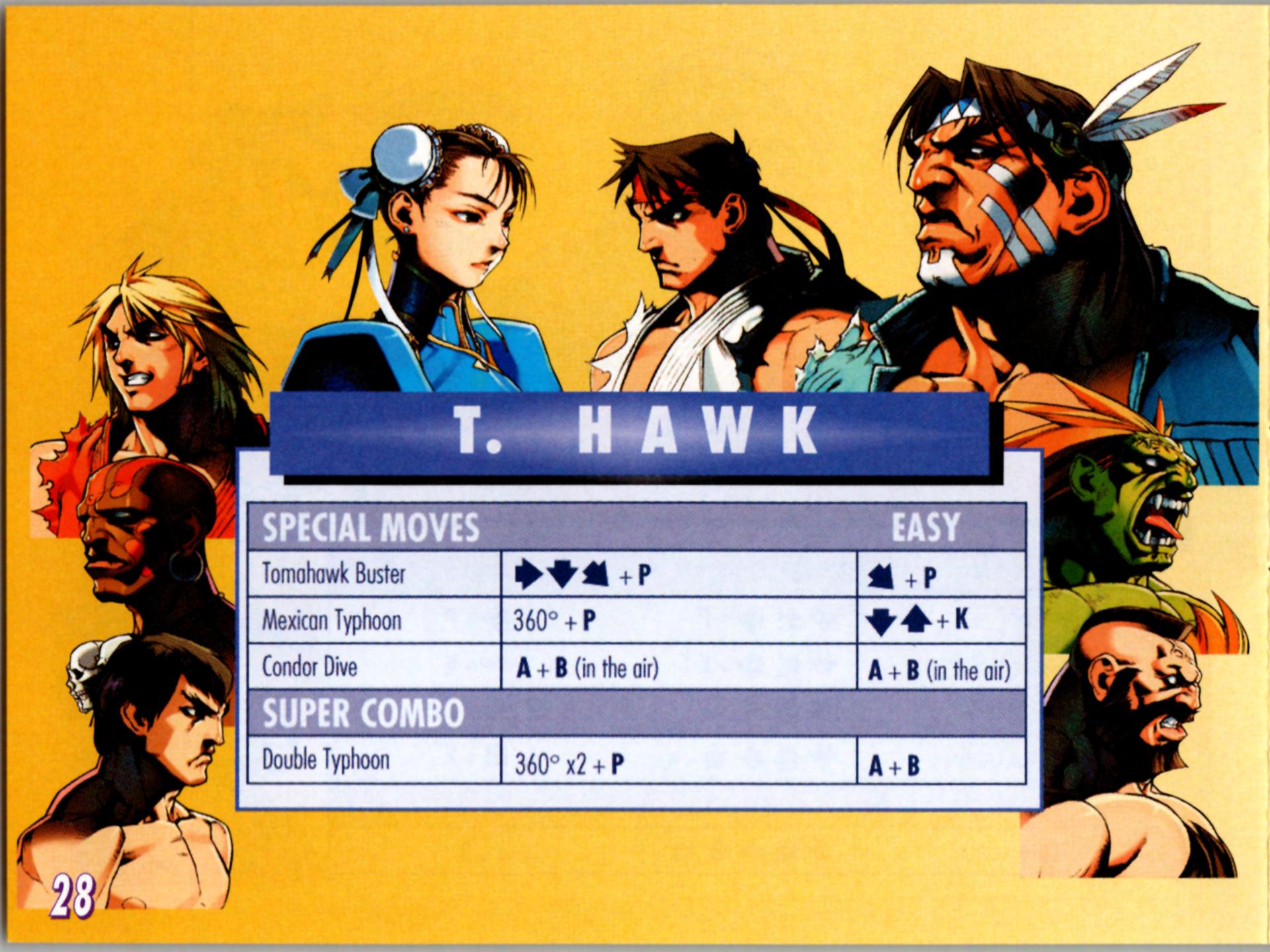


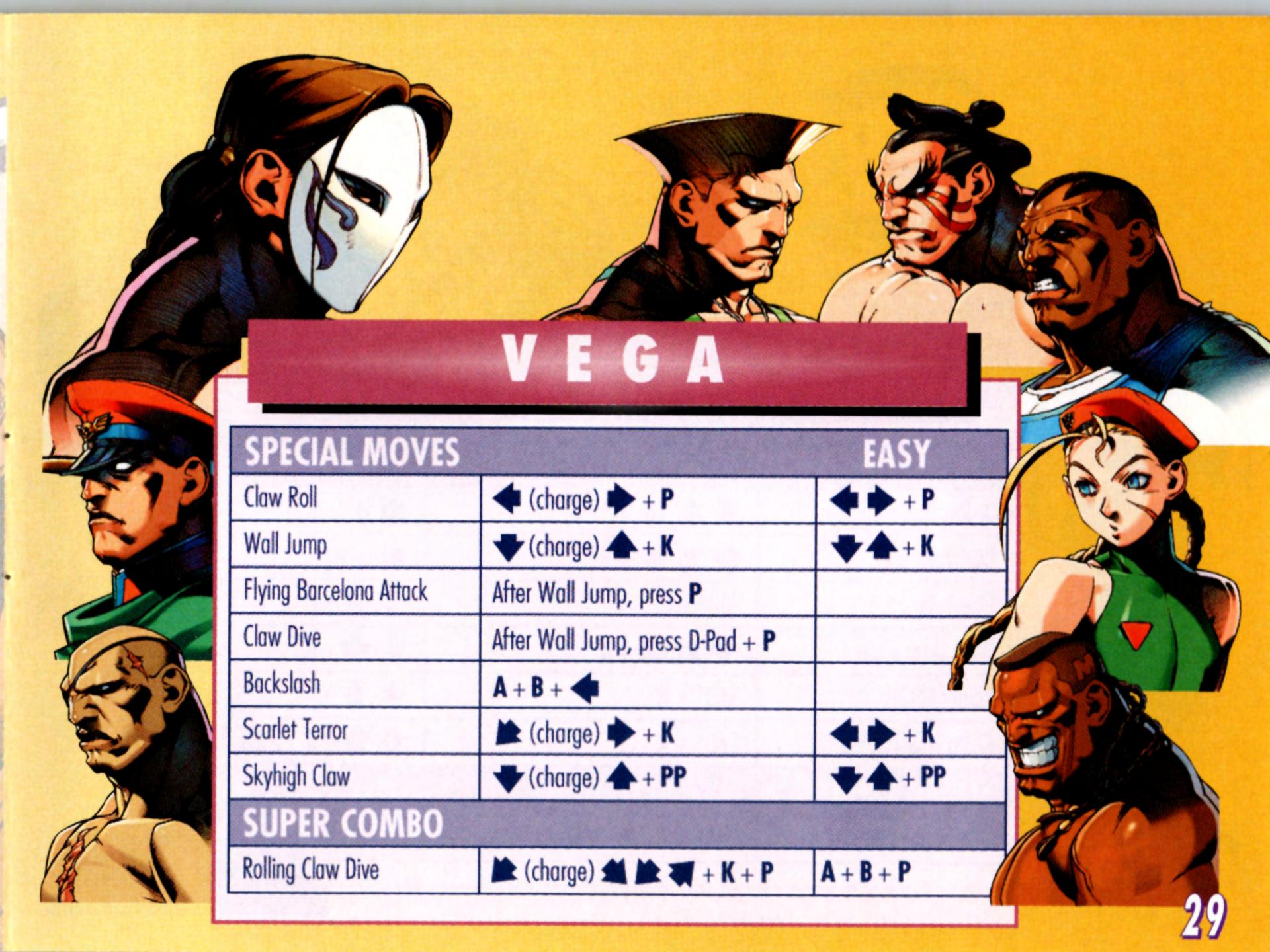


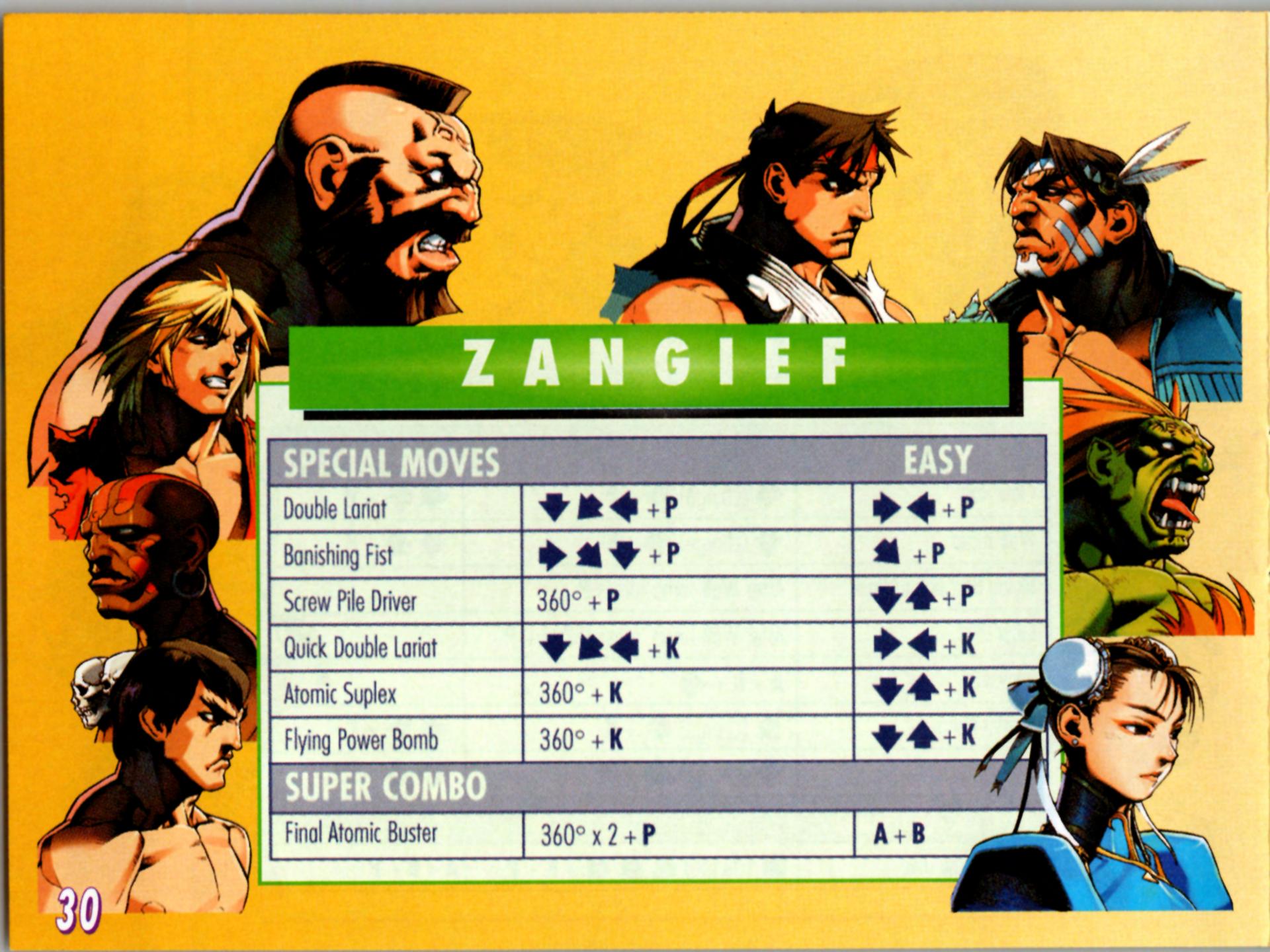














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#### 90-DAY LIMITED WARRANTY

CAPCOM ENTERTAINMENT, INC. ("CAPCOM") warrants to the original consumer that this Game Pak from CAPCOM shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, CAPCOM will replace the Game Pak free of charge.

To receive this warranty service:

- Notify the CAPCOM Consumer Service Department of the problem requiring warranty service by calling (408) 774-0400.
   Our Consumer Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.
- 2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the entire Game Pak to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your Game Pak certified mail. Please include your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM
Consumer Service Department
475 Oakmead Parkway
Sunnyvale, CA 94085

This warranty shall not apply if the Game Pak has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to the defective materials or workmanship.

#### REPAIRS AFTER EXPIRATION OF WARRANTY

If the Game Pak develops a problem after the 90-day warranty period, you may contact the CAPCOM Consumer Service Department at the phone number noted previously. If the CAPCOM service technician is unable to solve the problem by phone, he/she may instruct you to return the defective Game Pak to CAPCOM freight prepaid at your own risk of damage or delivery, enclosing a check or money for \$20.00 (U.S. funds only) payable to CAPCOM. We recommend sending your Game Pak certified mail. CAPCOM will replace the Game Pak, subject to the conditions above. If replacement Game Paks are not available, the defective product will be returned to you and the \$20.00 payment refunded.

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